



Games  
for Windows®

# SERIOUS SAM HD

## THE FIRST ENCOUNTER



Game Manual

MATURE 17+



CONTENT RATED BY  
ESRB

DEVOLVER

CROTEAM

cdv

cdv Software Entertainment USA

## **⚠ Important Health Warning About Playing Video Games**

### **Photosensitive Seizures**

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## **ESRB Game Ratings**

The Entertainment Software Rating Board (ESRB) ratings are designed to provide consumers, especially parents, with concise, impartial guidance about the age-appropriateness and content of computer and video games. This information can help consumers make informed purchase decisions about which games they deem suitable for their children and families.

ESRB ratings have two equal parts:

- **Rating Symbols** suggest age appropriateness for the game. These symbols appear on the front of virtually every game box available for retail sale or rental in the United States and Canada.
- **Content Descriptors** indicate elements in a game that may have triggered a particular rating and/or may be of interest or concern. The descriptors appear on the back of the box next to the rating symbol.



For more information, visit [www.esrb.org](http://www.esrb.org).

## **EPILEPSY WARNING**

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

### **PRECAUTIONS TO TAKE DURING USE**

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the video game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

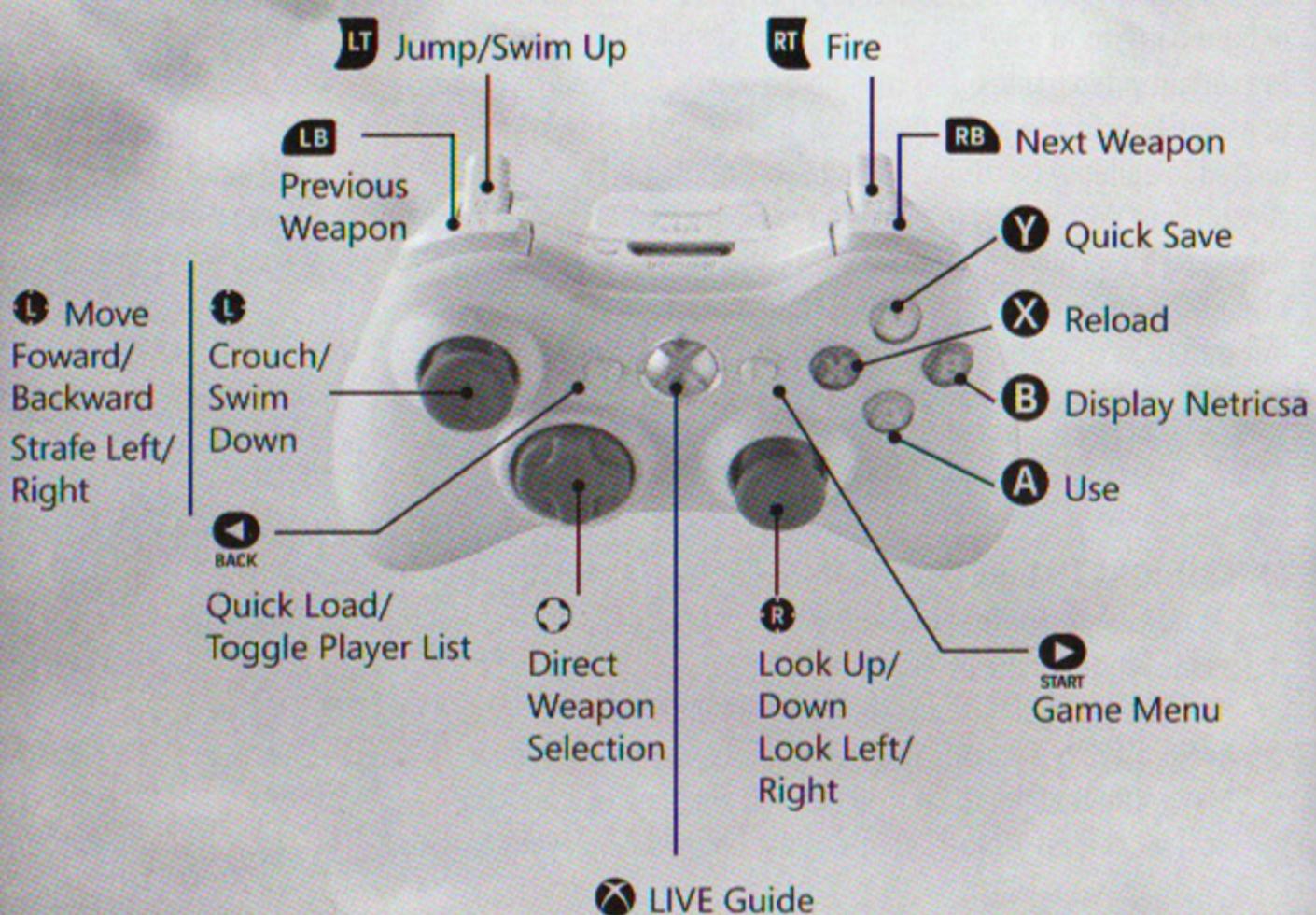
### **WARNING: AVOID DAMAGE TO YOUR TELEVISION**

Do not use with certain television screens and monitors. Some televisions, especially front- or rearprojection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

Notice: Product offered subject to your acceptance of the Steam Subscriber Agreement ("SSA"). You must activate this product via the Internet by registering for a Steam account and accepting the SSA. Please see <http://www.steampowered.com/agreement> to view the SSA prior to purchase. If you do not agree with the provisions of the SSA, you should return this game unopened to your retailer in accordance with their return policy.

# Game Controls

## Xbox 360® Controller for Windows



See page 5 for Keyboard and Mouse Controls

## **Family Settings**

Windows Parental Controls (Vista and Windows 7) enable parents and guardians to restrict access to mature-rated games and set time limits on how long they can play. For more information, go to [www.gamesforwindows.com/isyourfamilyset](http://www.gamesforwindows.com/isyourfamilyset).

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## INTRODUCTION

At the dawn of the 21st Century, mankind makes a startling discovery. Beneath the sands of the earliest known human civilization, traces of another, even more ancient- but technologically advanced- civilization are uncovered. The profound scientific implications of this discovery leads humankind to the far reaches of the universe. Everything seems perfect- but too perfect to last.

In the year 2104, human civilization is attacked by countless deadly monsters, spawned from another dimension. In the battles that follow, humankind fights valiantly, but nothing can stop the monsters from coming. Earth's forces are steadily defeated, planet-by-planet, from Alpha Centauri back to their own solar system.

Because of his extreme bravery in battling monsters, Sam 'Serious' Stone becomes a legend. Wounded countless times- but never defeated- Serious Sam becomes a living symbol of the Earth's resistance against the advancing evil.

But, no matter how bravely the human armies fight, they are defeated, time and again. Attempts to defend the solar system fail and the Earth is now under direct attack. Humankind stares into the face of its own annihilation.

World leaders must now turn to their last chance- an ancient artifact called the 'Time-Lock', a relic from a long-forgotten race, imbued with the power to teleport a single person back in time. The choice of whom to send is obvious...

Serious Sam becomes the final hope for humankind. He must return to the past and change it to save his race from extinction from an evil force determined to purge the galaxy of all intelligent life.

# SYSTEM REQUIREMENTS

## MINIMUM

**Processor:** Intel P4 3.0GHz or AMD Athlon64 3500+

**Video\***: 256MB VRAM Graphics Card that supports DirectX 9.0c with Shader Model 3.0  
(i.e.; Nvidia GeForce 7600-series, ATI Radeon X1600 or better)

**RAM:** 1GB for XP or 2GB for Vista

**Sound:** DirectX 9.0c Compatible Sound Card

**Hard Disc Space:**  
1.2GB

## RECOMMENDED

**Processor:** Intel Core2Duo 2.0GHz or AMD Athlon64 X2 4000+

**Video\***: 512MB VRAM Graphics Card that supports DirectX 9.0c with Shader Model 3.0  
(i.e.; Nvidia GeForce 9800-series, ATI Radeon HD 4850 or better)

**RAM:** 2GB

**Sound:** 5.1 Surround Sound DirectX 9.0c Compatible Sound Card

**Hard Disc Space:** 1.2GB

**OS:** Windows XP (32bit or 64bit) with Service Pack 3 or Windows Vista\*\* with Service Pack 2

**Optical Drive:** DVD-ROM

**DirectX:** 9.0c

\* Integrated video controllers (Intel Chipsets or similar) are not recommended or intended for gaming and may not work with this game.

\*\* You will be required to install DirectX 9.0c to run the game. DirectX 9.0c is included with this copy of the game.

## INSTALLING THE GAME

Quit all other applications and insert the Serious Sam HD: The First Encounter DVD into your DVD drive.

- Serious Sam HD will automatically display its installation screen within a few seconds. If autoplay is disabled, you will need to start the installation manually. This is done by double clicking the My Computer icon, then double clicking the DVD icon in the window that opens. Double click on the Setup.exe file to begin the installation.
- When you begin the installation of Serious Sam HD you will need to authenticate your copy of the game by registering it online with the free Steam gaming service. Your registration key can be found printed on the back of the manual or on the separate quickstart guide. You will need to connect to the internet once to do this and the installer will take you through the process when you put the disk in the drive. If you don't already have a Steam account, you will need to create one.
- Follow the on-screen instructions to install the game.
- Get Serious.

# RUNNING THE GAME

When navigating the Menus, keep in mind that all menu screens have a Back Button as an Escape Shortcut.

## MAIN MENU

The Main Menu consists of the following:

**SINGLE PLAYER:** Select Single Player to begin or continue single-player games.

**COOPERATIVE:** Select Cooperative to set-up and play multiplayer games (see Cooperative Setup on Page 14 for more information).

**EXTRAS:** Select Extras to see Leaderboards and Achievements.

### OPTIONS

Select Options to configure:

**Keyboard and Mouse:** Select Keyboard and Mouse to change current controls. You can also customize buttons by pressing Configure Keys button.

**Controller:** If a controller is detected, you can customize controller controls.

**Game Options:** In this menu you can change between various blood and gore options, subtitles, crosshair and other game related options.

**Graphics Options:** You can choose a resolution, whether to run the game in full screen or in window and to pick from several color schemes (standard, cold, vivid, bright, apocalyptic, noir).

**Sound Options:** Master volume, Music volume and sound effects volume are all adjustable separately.

**Multiplayer Options:** You can change player's name, select different player model and set your Internet connection type.

**Performance:** You can increase your performance by lowering your graphics (GPU) and processor (CPU) settings or increase your visual quality by choosing higher settings. However, for regular user it's best not to change anything here, as this menu is intended for advance users only.

**QUIT:** When exiting Serious Sam, you will see a prompt ("Are You Serious?"). Select 'Yes' if you want to exit the game.

## STARTING A NEW SINGLE PLAYER GAME

Click Single Player (optionally further select Egypt, in case you already played the game before) to start a new single player game. Then select a skill level. You may choose between:

**Tourist Mode:** For casual, non-FPS players

**Easy Mode:** For those new to first-person-shooters

**Normal Mode:** For seasoned FPS players

**Hard Mode:** For fearless Serious Sam players

**Serious Mode:** Are you serious?

## Load Game

Select Load for a choice of previously saved games to load.

## Egypt

If you decide to continue playing from the last played level or want to improve your score on already played levels, press this option and then select a level of your choice. Level list consists only of levels that you have already played.

## Demo

Select Demo in case you want to play a Karnak Demo level.

## CONTROLLING THE GAME

Note: You can change controls by pressing Options -> Keyboard and Mouse -> Configure Keys.

### MOVING (DEFAULT CONTROLS):

Move Forward	W or Arrow Up
Move Backward	S or Arrow Down
Strafe Left	A or Arrow Left
Strafe Right	D or Arrow Right
Dodge/Swim Up	Space or R
Dodge/Swim Down	F or C

### COMBAT (DEFAULT CONTROLS):

Fire	Left Mouse Button or Ctrl
Manual Reload	Alt (works for Colt)
Next/Prev Weapon	[/] or Mouse Wheel Up/Dn
Flip Weapon	[\] or Third (Middle) Mouse Button
Knife	1 (second press will spin knife)
Colt/Two Colts	2
Single Shotgun/Double Shotgun	3
Minigun/Tommygun	4
Rocket Launcher /Grenade Launcher	5
Laser	6
Cannon	7

## KEYBOARD SHORTCUTS:

Note: The following shortcuts cannot be rebound in the Menu:

Console	F1
Menu Save	F2
Menu Load	F3
Menu Controls	F4
Quick Save	F6
Quick Load (loads last saved game)	F9
Screenshot	F11
Start Demo Record	F7
Stop Demo Record	F8

Note: The following shortcuts are hard-wired and cannot be changed:

Activate Menu	Escape
Activate Console	F1 or `~` (Tilde)
Pause Game	Pause
Toggle Fullscreen	Alt-Enter

## NETRICSA

NETRICSA (NEuroTRonically Implanted Combat Situation Analyzer) is a small computer implanted inside Sam's skull. Sam's NETRICSA is the best available of the wide range of such devices, common among modern head-to-head fighters. It is a neurotronical computer connected to the perceptual cortices in his brain. The computer has all the access to his audio-visual experiences and can provide him with feedback. It is used to provide fast and simple access to all the necessary data and analysis for a skilled combatant, so that he/she can keep up to date with the situation and know what to do next. It translates texts, offers simple head-up-display directly to the visual cortex, tracks targets and gives other kinds of help in fight and in general tactics.

In game, NETRICSA appears on your screen in two different ways: as a Heads-Up Display (HUD) and as a full screen computer interface.

Heads-Up Display is active normally while you explore the area or fight. In the lower left corner, it shows your current ARMOR and HEALTH state. Next to it, your CURRENT WEAPON and currently carried amount of AMMUNITION for it is displayed. On the far right is an icon for each type of ammo you have and a small bar showing how much of that type do you have.

In the upper left corner is SCORE, showing the sum of reward money you have collected by eliminating your enemies and by completing other tasks. When a NETRICSA has a new message for you, you will hear a notification sound and MESSAGE COUNTER (lower right corner) with number of pending messages will appear below the account display. Then you can invoke NETRICSA full screen to examine the message.

On the center of the screen is NETRICSA's target detection display. **CROSSHAIR** shows exactly where your weapon will hit, and it changes colors according to the state of your target. While you have no live target, it is **WHITE**. When you aim at a new enemy, it will become **GREEN**, and as you damage the enemy, the color will turn **YELLOW** and then **RED**.

If you target an item that can be used or operated (e.g. a switch), a **USE** indicator will appear above the crosshair. Press **USE BUTTON** to operate the item. If you target an item that can be analyzed, an **ANALYZE** indicator will appear. Press **USE BUTTON** to analyze the item. After analyzing it, a new message will appear with description of the results of NETRICSA's research.

To read any of the NETRICSA's messages, you can invoke NETRICSA fullscreen at any time by double clicking the **USE BUTTON**.

In fullscreen mode, NETRICSA shows four windows:

**CATEGORY SELECTION** in the upper left has five buttons allowing you to select one of the message categories: **Strategy**, **Hints**, **Enemies**, **Weapons** and **Statistics**.

**MESSAGE LIST** in the upper right shows list of messages in currently selected category. Click on any message title to view the message.

**MESSAGE TEXT** in the lower right shows the message text, while

**MESSAGE IMAGE** at the lower left shows eventual visual information attached to the message. You can scroll both the message list and the message text with their accompanied sliders.

You can exit the fullscreen NETRICSA by either clicking on the **EXIT** button in the lower right corner, or by pressing **ESCAPE** or the **RIGHT MOUSE BUTTON**.

For optimal interface, Use/Call NETRICSA function is bound to the **RIGHT MOUSE BUTTON**. So with just that one button, you access Use and Analyze by single clicking it, call NETRICSA by double clicking it and also exit the NETRICSA by pressing that same button.

# GAME WORLD

## ENEMIES



### ALUDRAN REPTILOID, HIGHLANDER

Size: 45 ft Weapons: Magic Homing Missiles  
Reward: 25000 FC Threat: High



### BIO-MECHANOID, MAJOR

Size: 30 ft Standing Weapons: Rocket Launchers  
Reward: 7500 FC Threat: High



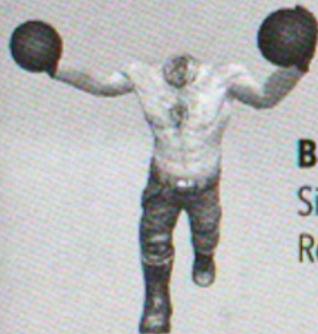
### ALUDRAN REPTILOID, COMMON

Size: 15 ft Weapons: Magic Homing Missiles  
Reward: 5000 FC Threat: Medium



### ADULT ARACHNOID

Size: 20-25 ft Weapons: Chain-Gun, Tail Sting  
Reward: 5000 FC Threat: High



### BEHEADED KAMIKAZE

Size: 6 ft Weapons: Hand Grenades  
Reward: 2500 FC Threat: High



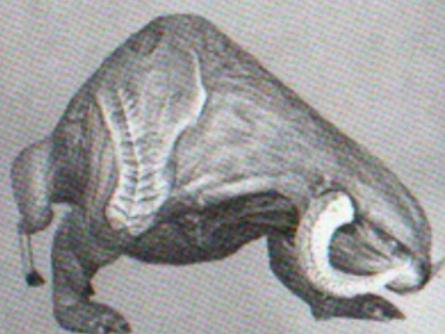
### BIO-MECHANOID, MINOR

Size: 15 ft standing Weapons: Pulse Lasers  
Reward: 2000 FC Threat: Medium



### JUVENILE ARACHNOID

Size: 10 ft Weapons: Chain-Gun, Tail Sting  
Reward: 1000 FC Threat: High



### SIRIAN WEREBULL

Size: 9 ft Weapons: Horns  
Reward: 2000 FC Threat: Medium



### KLEER SKELETON

Size: 9 ft Weapons: Two-Ball Projectiles  
Reward: 1000 FC Threat: Medium



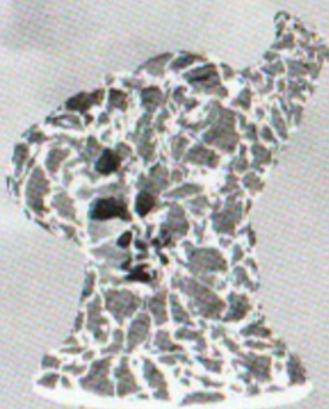
### FEMALE GNARR

Size: 5 ft Weapons: Bites, Punches  
Reward: 1000 FC Threat: Low



### SCYTHIAN WITCH-HARPY

Size: 5 ft Standing Weapons: Magic Projectiles, Claws  
Reward: 1000 FC Threat: Low



### LAVA GOLEM

Size: 10 to 100 ft Weapons: Fireballs  
Reward: 500 to 50000 FC Threat: Low to Extreme



### MALE GNARR

Size: 4 ft Weapons: Bites, Punches  
Reward: 500 FC Threat: Very Low



### REEBAN ELECTRO-FISH

Size: 11 ft in length Weapons: Electric Discharges  
Reward: 500 FC Threat: Medium



### MARSH-HOPPER FROM RIGIL KENTAURUS

Size: 3 ft Weapons: Toxic Slime Splash  
Reward: 500 FC Threat: very low



### BEHEADED BOMBER

Size: 6 ft Weapons: Hand Grenades  
Reward: 500 FC Threat: Low



### BEHEADED ROCKETEER

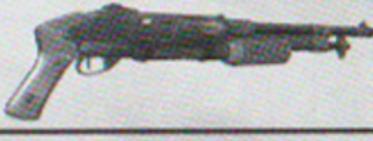
Size: 6 ft Weapons: Hand Grenades  
Reward: 200 FC Threat: None



### BEHEADED FIRECRACKER

Size: 6 ft Weapons: Magic-Missile Launcher  
Reward: 200 FC Threat: None

## WEAPONS

	<b>Military Knife</b> Ammo: N/A Rate of Fire: N/A
	<b>Schofield .45 w/ TMAR</b> Ammo: .45 Colt Rate of Fire: Single Action; Manual Reloading
	<b>12 Gauge Pump Action Shotgun</b> Ammo: 12 Gauge Shells (10 per Pack) Rate of Fire: One Shell; Pump Reloading
	<b>Double Barrel Coach Gun</b> Ammo: 12 Gauge Shells (10 per Pack) Rate of Fire: Two shells; manual reloading
	<b>XM214-A Minigun</b> Ammo: 5.56 mm Bullets (50 per Box) Rate of Fire: 1200 Rounds Per Minute
	<b>M1-A2 Thompson Submachine Gun</b> Ammo: 5.56mm bullets (50 per Box) Rate of Fire: 600 Rounds Per Minute
	<b>XPML21 Rocket Launcher</b> Ammo: 150 mm Inferno Missile (5 per Pack) Rate of Fire: 85 Missiles Per Minute
	<b>MKIII Grenade Launcher</b> Ammo: 40mm High Explosive Rounds (5 per Box) Rate of Fire: Variable
	<b>XL2 Lasergun</b> Ammo: X7 Power Cells (50 Units per Pack) Rate of Fire: 600 Rounds Per Minute
	<b>SBC Cannon</b> Ammo: HP Uranium-filled Cannonballs (4 per Pack) Rate of Fire: Variable

## ARMOR

	<b>Shards</b> Shards add 1 point to your armor, over and above maximum points.
	<b>Exoskeleton</b> Exoskeletons add 25 points to your armor, up to the maximum.
	<b>Vest</b> These green, bulletproof vests increase armor by 50 points, up to the maximum.
	<b>Heavy Plating</b> Heavy Plating adds 100 points to your armor, up to the maximum.
	<b>Heavy Armor Suit</b> Heavy Armor Suit adds an instant 200 points to your armor.

## HEALTH

	<b>Pill</b> These yellow pills add 1 point of Health, above and beyond the maximum.
	<b>Small Health</b> These potions increase Health by 10 points, up to the maximum.
	<b>Medium Health</b> These green bottles increase Health by 25 points, up to the maximum.
	<b>Large Health</b> These white Medikit boxes increase Health by 50 points, up to the maximum.
	<b>Super Health</b> These red hearts add an instant 100 points to your Health.

## POWER-UPS

	<b>Backpack</b> Backpacks are scattered across levels and, when picked up, are a great way to feed your weapons with a different ammo type.
	<b>SeriousPack</b> SeriousPacks, also found scattered across levels, charge your weapon to its maximum.

## GENERAL GAMEPLAY TIPS

Try not to stand still. The large majority of enemy's projectiles are not instant, and it takes time for them to reach you. That gives you precious time to avoid such projectiles if you move. The best practice to do that is sidestepping.

Use of sidestepping is also crucial for dodging of charging enemies, which are coming in large numbers in Serious Sam game.

Best results with aiming can be reached if you firstly make rough view rotation in a direction of the target and then make precise targeting with few sidesteps. So, learn to sidestep as soon as possible, it will save you from a much trouble later. Learn enemies' behavior and find out what are the best weapons to eliminate specific kind.

Search for secret places and hidden spots because they often hide useful items that will help you survive.

## SERIOUS SAM COOPERATIVE PLAY

**General:** TCP/IP play supported both in LAN and on the Internet Supports Steam, for location of servers and co-players on the Internet Up to 16 players in one game.

**Cooperative:** In standard Cooperative mode, players play together against enemies. Optionally, you can allow/disallow players to accidentally harm each other (friendly fire), allow items (health, weapons, ammo) to be picked by all players, so they don't have to split them, customize difficulty and change various other options.

## COOPERATIVE SETUP

Select Cooperative from the Main Menu for hosting or joining a LAN or Internet game.

The Network Menu allows you to:

### JOIN GAME

To join a Network game:

Go to menu: Cooperative->Join Game

Select a server from the list. If no servers show up, try pressing 'Refresh'.

When ready, hit Join.

### START SERVER

To host a LAN/Internet Game:

Go to menu: Network>Start Server

Select level to start playing from, choose difficulty and change other server options.

If you choose 'Customize Difficulty', you will be able to change various difficulty settings of already selected difficulty.

When ready, hit Start.

By default, all servers are visible both on the Internet and in the LAN. If you have your Internet connection on, players on the Internet will see your server and be able join.

## CUSTOMER SUPPORT

Please be sure that your video card drivers and version of DirectX are up-to-date before contacting technical support.

Information on the game and the forums may be accessed at [www.serioussamhd.com](http://www.serioussamhd.com).

Should you need to contact a technical support rep, please contact them at [support@cdvus.com](mailto:support@cdvus.com) and attach a copy of your dxdiag to the email.

**NOTE:** The installation process may take a few minutes. During this process your computer should not be performing any other tasks. It is strongly recommended that you disable or pause your antivirus software before you begin the installation process to prevent the program from "hanging" or "freezing" and possibly ending up with some corrupted game files. Keeping your antivirus software disabled during offline play will also help avoid corrupted game files.

If you are experiencing difficulty with the installation or use of Serious Sam HD: The First Encounter, please contact [support@devolverdigital.com](mailto:support@devolverdigital.com), outlining your problem and computer spec. You can also visit [www.croteam.com/SeriousSamHD\\_TFE/techsupport.html](http://www.croteam.com/SeriousSamHD_TFE/techsupport.html) and try to find a solution there. For updates and news on future Croteam products, and everything else Serious Sam related visit [www.croteam.com](http://www.croteam.com)

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("Samicide!")

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**SPECIAL THANKS**The cdv English-language forum  
moderators; Dave Taue and  
Mary Phuong for their help at PAX  
'09; Claudina Lopez and Maria  
Infante-Janani at Alienware;  
Michael Carducci at Turtle Beach;  
Mr. Bacon and Monsieur Tofu;  
And of course, our friends  
and families.

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